
Title: Bagball Rules

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Bagball' has begun being played across Britannia. Several guilds now have their own official bagball teams, resplendant in their unique colours, with their own legions of fans who follow their team's progress throughout the realm.

The game is played on a pitch approximately 23 paces long, 15 paces wide.

It has a half-way line marked as well as two goal posts approximately 3 paces located at each end of the pitch. The game is played by two teams, each team comprising of four players. The 'ball' is a bag containing a large number of logs, so many that it is impossible to carry, but it is possible to drag and throw the bag short distances. The game starts with both teams on opposite sides of the pitch, near their own goal. The ball is placed at the centre of the half-way line, and both teams are then given the signal, after which play begins and both teams lunge toward the centre line, hoping to keep the bag on the opposition's side of the pitch as much as possible. Goals are scored by throwing the bag over the oppositions goal-line, having first thrown it on the line itself. This gives the opportunity for

players to clear the bag before it is thrown over for a goal. A referee should be nominated, someone neutral to both teams, to confirm goals, judge foul-play, and decide when play begins and ends.

The Teams :

Teams are formed of 3 - 6 players with 1-2 reserves

Each team has to elect their Captain (being the only one who is allowed to argue with the Referee)

The Field :

It counts 15 feet width and 23 feet length (11 feet for each half + the center-line)

The goals are 3 feet width and 1 foot length (at each far end of the field right in the center)

The official BagBall :

It has a weight of exact 400 stones

It is colored in Yellow (the highlighting yellow-color)

General Rules :

The overall match-time of 20 minutes is divided in 2 halves of 10 minutes with a 3-5 minutes break.

The Referee starts the match dropping the BagBall in the center, when all players are lined up with a space of 5 feet from the center in their own half. (For the actual start the Referee gives a sign, like: 'One ... Two ... Three ... GO!')

Each team will need its
unique Team-dressing
To score a Goal, the
Bagball must be dropped
onto the goal-line before
it can actually be dropped
into the goal (to give the
defense the last chance
to avoid the Goal)

The match restarts after
each Goal, or as soon as
the play comes to halt
due to too many people
crowding around the ball
thus preventing it being
'passed'

A maximum of 2 players
from the defense are
allowed either to stand in
the goal or on the
goal-line, if more do so
it comes to a penalty.

The Penalty :

If the Referee decides
for a penalty, the BagBall
will be dropped in the
center and the
penalty-causing team has
to line up in front of
the goal-line. As soon as
the BagBall is played in
their half, they are
allowed to move.

Illegal Actions :

I. Not allowed Actions
which may result in a
disqualification of the
player/team :

Agressive actions
Wearing Armour /
Weapons
Using Magery
Using purple potions
To drop a 2nd bag
Trade window exchanges
If the Referee decides as
such an action
II. Not allowed Actions